CUBIT Capability Proposal

Technical Area	**Technical Lead**
Geometry, Meshing, Infrastructure, GUI, Graphics, etc..	Cubit Developer in charge of technical area
Geometry	**Byron Hanks**

MRD Description

Describe the capability in terms of how a user would see it.

Merged Entities Remain Merged Through Geometry Modification Operations

SRS Description

What needs to be done by Cubit developers to implement this capability? Break the tasks into steps if applicable. (Steps should be on the order of 2 man-weeks or more)

Maintain mergeness through geometry modification

Justification

Describe why this is important and what impact it will have if it is implemented. (or not implemented).

At times users have merged geometry that needs decomposition. Currently if users modify merged geometry, then the merge is destroyed.

The purposed solution here would preserve mergeness when modifying geometry. Moreover, if the geometry is modified along the coincident boundary of a neighboring geometry (volume and surface case), an imprint would also occur, granted it is not meshed.

Resources	**Time estimate**	**Targeted Release**
Who will work on this	How much time will it take in man-weeks	10.2 (August 06), 10.3 (March 2007), 10.4 (August 2007), Future (beyond FY07)
Corey Ernst	6-8 weeks	10.2

Submitted By:	**Date:**
Corey Ernst	03/22/06